## Website Resources-Grade 1 Indiana Academic Standards

Virtual Manipulatives: http://www.glencoe.com/sites/common_assets/mathematics/ebook_assets/vmf/VMF-Interface.html

## NUMBER SENSE

1.NS.1: Count to at least 120 by ones, fives, and tens from any given number. In this range, read and write numerals and represent a number of objects with a written numeral.


Gathering and Grouping: http://illuminations.nctm.org/Activity.aspx?id=3526


Counting: http://www.softschools.com/counting/games/counting_up_to_100/


Wack a Mole: http://www.ictgames.com/whackAMole/


The Counting Game (Skip Counting): http://members.learningplanet.com/act/count/free.asp


Number Bubbles (Skip Counting): http://www.abcya.com/number_bubble_skip_counting.htm


Fairies in the Fog (Skip Counting by 10): http://www.ictgames.com/fairyfog10s_v2.html


Fairies in the Fog (Skip Counting by 5): http://www.ictgames.com/fairyfog5s_v2.html


Spooky Skip Counting (5): http://www.oswego.org/ocsd-web/games/spookyseq/spookycf5.html


Spooky Skip Counting (10): http://www.oswego.org/ocsd-web/games/spookyseq/spookycf10.html
1.NS.2: Understand that 10 can be thought of as a group of ten ones - called a "ten." Understand that the numbers from 11 to 19 are composed of a ten and one, two, three, four, five, six, seven, eight, or nine ones. Understand that the numbers $10,20,30,40,50,60,70,80,90$ refer to one, two, three, four, five, six, seven, eight, or nine tens (and 0 ones).


Tens Frame: http://www.fuelthebrain.com/Interactives/app.php?ID=29

Multiple Tens Frames: http://www.fuelthebrain.com/Interactives/app.php?ID=29


Counting Dots: http://www.ixl.com/math/grade-1/counting-tens-and-ones-up-to-20

Partition: http://www.ictgames.com/partition.html


Lifeguard: http://www.ictgames.com/LIFEGUARDS.html

Place Value Sharks: http://www.ictgames.com/sharknumbers.html
1.NS.3: Match the ordinal numbers first, second, third, etc., with an ordered set up to 10 items.


Animal-Ordinal Numbers Match: http://www.softschools.com/math/ordinal_numbers/games/ordinal_number_matching_game/


Fruit-Read Ordinal Numbers: http://www.softschools.com/math/ordinal_numbers/games/

Find Squigly: http://www.primarygames.com/squigly/start.htm


Position of Object: http://www.math4childrenplus.com/ordinal-numbers-with-position-of-objects/
1.NS.4: Use place value understanding to compare two two-digit numbers based on meanings of the tens and ones digits, recording the results of comparisons with the symbols $>_{,}=$, and $<$.


Balloon Pop: http://www.sheppardsoftware.com/mathgames/earlymath/BPGreatLessEqualWords2.htm


ToonUniversity: http://www.toonuniversity.com/flash.asp?err=509\&engine=9


Quiz: http://primarytopics.co.uk/maths/calculating/mental/year2/interactive/quizzes/glandeq.htm
1.NS.5: Find mentally 10 more or 10 less than a given two-digit number without having to count, and explain the thinking process used to get the answer.


Octopus 10 More: http://www.ictgames.com/octopus.html


Soccer Shoot 10 Less: http://www.ictgames.com/football2.html


Less/More Hundreds Chart: http://www.softschools.com/math/hundreds_chart/games/
1.NS.6: Show equivalent forms of whole numbers as groups of tens and ones, and understand that the individual digits of a two-digit number represent amounts of tens and ones.


Dino Place Value: http://www.ictgames.com/dinoplacevalue.html


Finding Place Values: http://www.aaamath.com/B/g12b_px1.htm\#section2


How Many?: http://www.dositey.com/2008/Products/Content/Include/PVOTH/1/1/launch.php


Diving Place Value: http://www.toonuniversity.com/flash.asp?err=313\&engine=6


Place Value Penguins: http://www.bbc.co.uk/schools/starship/maths/games/place_the_penguin/big_sound/full.shtm|


Different Forms (Challenge!): http://www.sadlier-oxford.com/math/practice/gr2/Chapt_2/expand/0202.htm


Trading Base Ten Blocks (Challenge!): http://www.sheppardsoftware.com/mathgames/placevalue/PlaceValueshapeeshhoothtm


Place Value Practice: http://www.hbschool.com/activity/numbers_to_1000/

